

YC

COMMORE 64

JULY 1991

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COVER TAPE

MANCHESTER UNITED EUROPE

PLUS!!

YC
PHOTO STORY

OTHER GAMES REVIEWED:

★ GEM-X ★

★ EXTREME ★

★ THE POWER ★

★ NORTH & SOUTH ★

★ POWER UP ★

★ WORLD CHAMPIONSHIP
SOCCER ★

★ SKULL & CROSSBONES ★

"How good were they from Sevilla?
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Come for a game
Nowhere else in Europe
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If your tape isn't here, then why
we'll ask your needs where it is!



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PLUS - WIN LOADS AND LOADS OF PRIZES...

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MANCHESTER UNITED EUROPE (p10) - The first review of what could well be the best ever 1644 footy game. Is the red blood or are we telling the truth?

YC PHOTO STORY (p42) - Is it love at first sight? YC peeps into a tale of love, romance and... computer games. PLUS: Win a Kodak camera of your very own!



BIG THRILLS (p58) - YC's new guide to what to pick up when you're NOT playing computer games (and we're not talking Penguin here).



ZINE MACHINE (p30) - It doesn't have to be glossy to be good! (although it helps), the latest crop of 'zines get the 'meat-meat'. Check out an alternative voice!



TALES FROM THE SCRIPT (p60) PLUS Shoot the Tube (p62) - Loadlines chatted about, reviewed and abused by cuddly Bone Hughes, YC's pet film writer. As he likes to say "Remember you read it here first!"



DATA

THE PICK OFF



PEOPLE DO IT SPARKLE TURN IT ON

Domark's 3-D Generation Kit came in quite useful when their Putney-Coats del Sol Time-Share didn't quite work out.



YOU MUST BE JOKING!

Q: What is a Spectrum?
A: A Prequel Calculator!

Sr. Howard Knibbs from
Prestwood in Bucks, kindly
saves the stage!

TEN GAMES YC READERS MIGHT FIND IN THEIR RECORD COLLECTION

- | | |
|---|--|
| 1. St. Soup Dragons - Storm | 7. Atomic Robo New Kids on The Block - |
| 2. Earth, Wind and Fire & Forget - Tidal | Acidition |
| 3. Happy Mondays of Thunder - Mindwarp | 8. Indiana Jettis Jones and The Temple of |
| 4. Advanced II - Revenge of Malchona - | Down - U S Gold |
| Down | 9. LED Zeppelin Storm - U S Gold |
| 5. Famous Jackson Five - Singing Manators | 10. Flamingo Peasantry Mercury's Rag Top's |
| 6. Super Wondersuit Day - Acidition | Fun - Mindwarp |

ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT

Get into practice for Computer Boffo!

1. David Platt, Kenny Delghe, Mercedes - who is computer terms, is the odd man out?
2. What was the so-called sequel to Bubble Bubbles?
3. Rex, AFB, Cyberball, Mindwarp - what's missing from The Winning Team competition?

1. David Platt hasn't got a computer (he's
a bubble blower)
2. Bubble Bubbles
3. Rex, AFB, Cyberball, Mindwarp

Answers

TH-THA-THAT- TH-THAT'S NOT ALL FOLKS!

No, that's not all folks, not all Tech, the software people (not to be confused with trendy showmen), have now taken on the Warner Bros. Looney Tunes' characters to add to their already successful Hanna Barbera series of games, including Scooby, Wacky Races and The Jetsons.

Cartoon-into-jokes will

soon be able to see their favorite characters like Bugs Bunny, Daffy Duck, Elmer Fudd and Sylvester & Tweety Pie animated on screen.

Thank God computers can't sing, cos if I hear that silly song "I taught a bear a pretty call a-whispering up" — (stop Ed again, it's puke over the keyboard)

WITH BEVY BABES

THE NEWS CROP

WIF -
P.F.BARK!

The names that matter!

Commodore Business
Machines Ltd
The Switchback
Gardner Road
Maddenhead
Geddisville
GL6 7XA
Tel: 0608 770068

Hi-Tech Software Ltd
4-8 Barnmouth Court
Barnmouth Road
Sheffield
S7 8DH
Tel: 0742 587585

Musica Software Ltd
Tessa House
Moorine Yard
Downs Road, Moorgate
Rotherham
S66 2RD
Tel: 0709 373299

YC RECIPE CORNER

It's Back and Doing The Continental!

This month's belly treat comes from Lynda Larnock in Sweden who wrote to YC with the secret recipe to give you more time to play your fav games and to help you live longer (without any fluids - Ee)

YOU WILL NEED

10 well placed tin cans
10 cups of baked beans
Bag of rice! cut in small pieces (optional)
4 onions chopped in small pieces
1 or more garlic (the more you use the more like you like)
Butter & spices

NOT YOU DO

Fry the onions, garlic and the meat, pop in the beans, add spices, and stir it all together. Divide between the tins, and place in the freezer. Take time out when required, heat accordingly, pause game and EAT

Emmm... Loos, you're off your rocker and with all those beans and garlic who would dare disturb you from your game playing!

KEEPING UP
WITH THE JONES'

U & Gold just couldn't let a good Spielberg script and the both and outside that usually follows, go to waste, could they? Poor things.

They will be the only people releasing the fourth in the series of Indiana Jones films, on video. Indy 4 (the film, not one of those computerized of movie dance tracks that YC likes to push off on you in its Freebox column) is more fully

'Indiana Jones and the last City of Atlantis' was actually turned down by Harrison Ford, once he was fed up with being photographed in films with incredibly long names maybe!

Sumner has it that Jeffrey actually turned down a part as an extra - but that is not important - cos U & Gold are hardly going to bring out a game called Jeffrey Dany and The last of Sumner!

SUPER DUPER

The game that was renowned for making 'chomp-chomp up!' noises, and which caused a big rumpus (well, two really) when Page 3 girls Matti Weisker was signed up to adorn the packaging is back!

Barbarian II or Super Barbarian as Palace want it to be called, is now on the drawing boards. The third game is being developed in-house, so it promises to

include all the good of face-to-face hack 'n' slay playability of the first.

The game is due to be released sometime next year (sounded) but it'll be worth the wait and it also gives Palace enough time to marry up all the prospective packaging girls, (sounding which is obviously the most important part of the game) Best-in-luckers of the ready!





TAYLOR MADE

Those energy-boosting foods Kinsale have added a new man to their recent list of sporting signings. They've gone and signed up Mr England boss, Graham Taylor, to manage a new football management game - well it was hardly going to be football was it?

Good old Graham also found the time from juggling his England hat and visiting Gators in

Hauspelt to help Kinsale out with the design of the game.

If Taylor's squeaky clean record as anything to go on then the game itself should be a super-duper example of how to manage a top team.

Mind you, wouldn't you do a good job if you were being paid millions of pounds?

SINGIN' THE BLUES

That certainly hasn't got the Blues after rugging up the 'Blues Brothers' license.

If you don't already know (where have you been for the last 10 years, come out from under that mushroom), the Blues Brothers, is a cult 1980 film which starred an amazingly thin Gene Akroyd of Ghostbusters fame, and John Belushi (who sadly died a few years ago from a drugs overdose, just say no, today).

Apart from including all the groovy tracks like

'Everybody Needs Somebody' and the soul studies, the basic plot of the film is the two brothers (one of which has just got out of jail), trying desperately to raise money for the orphanage where they were brought up whilst having a routine with the cops.

Not that much for a fast action game if you take out the dancing around and music-making which is probably why the license has only just been snapped up!



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HOOK, LINE AND SINKER?

Film-science problems: Ocean are hoping that their latest spring will be more of a high flyer than one to sink without trace... for they have signed up Spielberg's latest hero, "Hook" - the sequel to Peter Pan.

According to the Spielberg bible, Peter Pan played by Robin Williams stars great up and downside a Wall Street banker with

Jake Roberts (aka Tinkerbell) as his secretary (once a lady always a lady, I thought) or not that I believe in them, well apart from the tooth one (that is). With co-stars like Dustin Hoffman and Eric Roberts it can't fail to be a blockbuster and with a bit of Ocean magic it is bound to fly up the software charts.

MISTAKEN IDENTITY

Are you fed up with your sister pulling out the plug to your computer (just as you've reached the 30th level of Chips Challenge, when she thought it was her basket roller) or your mom pulling the plug on the important bit at the end of Highborn when she knows (and it was the last to the tower)?

Well, fear not, because now thanks to a little new idea called the Identiplug, your worst nightmares are over.

You just clip the plastic casing onto the back of the plug and Bob's Your Uncle! Wouldn't it be just awful if he said, everybody will know what device it belongs to, e.g. computer, video, TV, heater, microwave, Hi-Fi... suddenly.

The Identiplug comes in a range of 30 titles and will cost you 35p from most retail outlets. Just one problem - watch out for annoying little sisters/brothers capable of unwrapping bags!



THE DREAM TEAM

JUST WHO ARE THE BOZOS WHO REVIEW ALL THE GAMES?

YC likes to get the best from its writers and offer them exciting perks and goodies. Unfortunately for them, we keep them so busy that they never have time to do anything but reviewing. However, just to see what makes them tick, we let them loose in Milton Keynes shopping centre with the YC credit card...

Jeff "Editor" Davy



"Look at this," said Jeff, excitedly, when he came back, clutching a handsome-looking piece of

metal and plastic. "It's a Mega flash with TTL, featuring adjustable heat, dedicated lens and built-in 35mm camera ports, it's got my F351 to the north speed! I'll bet brilliant. Unfortunately, a translator wasn't so used to tell anyone else what he was talking about.

Jason "Spanish Firebrand" Miller



Jason returned with a smouldering barrel. Ray-Ban shades, shown so strong that his glowing hair was

reflected in them and a gleaming white frown suit. Under his jacket, he wore a harness shirt with the top four buttons undone and a polished gold necklace around his neck. After posing for a while, he stroked away again, holding a toy tennis or so, smiling girls.

Richard "Programmer on a string" Taylor



Even, precisely, Richard went food shopping. "Look at this!" he said when he got back,

opening one of many ready-bag known (super) bags to reveal loads of Lentsils, nuts and vegetables. Now, like I can cook a huge Lentsils-bake and make a giant salad. And it's so, like healthy and natural."

Rik "Family Man" Henderson



YC's enthusiastic father came back with a shopping trolley full of

Forbadees Planet bags. Poking out of their bags was some other stuff: "Look," said Rik, pointing enthusiastically at some of the tattered

booklets, "there is a 1950's Batman and that one's got an Alan Moore storyline." That sticking out of one larger bag was a square plastic box. "Er... and a box of Pampers for the baby!" said Rik, sheepishly staring the support back under the counter.

GOING OVER



REAR THE arcade action thriller with the BIG
MATE. Integrate the criminal world -
your mission is - to seek out and destroy
the king pin of the BIG BIG CORPORATION -
if you get that far.

You'll have to defeat his enormous army of
body guards... gangs of charlie-bypass
patrols in trench coats, the bullet brats
with the build of a rhinoceros and the breath of a dung beetle,
packs of vicious canine yuppies, the psychotic clown with an
evil sense of humor - you'll die, but not laughing! Then
there's the gas guzzling Cadillac jack - a cool specimen, elbow
hanging on the door rail, a serious looking piece in his hand
and ready to blow you away as he rolls down main street
leaving you coughing lead. It's not all bad... You've got a
chopper to back you up, a mean, slick street machine, some
heavy metal hardware and some pretty neat moves. And what
about the king pin... did I say he was big? No, he's BIG BIG!

The Arcade Game that you think
the Kingpin is... it's the
fugitive form of the National
and state... it's back please, never get
approached the danger zone...
it's FASTER - explosion... never
you talking through a wire
forward - hold the line on play! The



Behind it's TOUCHES - the criminals with some heavy
hardware - but so do you! You can shoot but you must
dodge their fire... heavy gunfire, trucks unloading
their cargo onto your barrel... it's the nearest
personal game to let the movie screen.
The extra features will leave you gasping for extended
play weather changes, bodyguard squads, pre-made
looking bikers, gun-choppers... just play it!... we dare
you to stop!

FOR THE BEST IN S



AVAILABLE FOR YOUR: SPECTRUM . AMSTRAD
COMMODORE AMIGA ATARI ST

ER THE TOP



TOTAL RECALL

As they spend you have been haunted by recurring dreams of another life on Mars. You are forced to total Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

reality. THE KID TOP OF A LIFETIME.

Experience the horror as your dreams turn into hellish nightmares. Suddenly your every room is monitored by would-be assassins. You discover the surreal truth - You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in expertly executed graphics and a game play that complements the success of the year's top movie.



EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets. If you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil underworld and his mega-corporation in some of the most action-packed scenes ever devised for modern entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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SOFTWARE ACTION



OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER, M2 5HS.
TEL 061 832 6633. FAX 061 834 0650

MANCHESTER UNITED - EUROPE

Jeff Davy is an armchair football fan, you'll not see him down the ground, so Manchester United - the game - is an ideal past-time for him. Come on you reds!

I'm quite convinced that the most interesting thing Manchester United have done all year was to accidentally leave their kit behind when they flew off to most Barcelona in Holland. Oh yes, and a bit later they went on to win the Cup Winners' Cup. But that wasn't very interesting, was it now? You think it is? (Yes! Man. Utd. fans!)

Well, Man Utd. are such hot property now that there was **BOUND** to be another game out about them, and who better to write this game than the people who gave us the original?

Kinnear claims that, out of all the consumer reply cards they got back from the first 100 letters, everybody wanted a European version. So here it is!

And what a game it is, indeed!

It looks the works of the other above-view footy games around at the moment, simply because of all its highly thrilling footy features.

For instance, to take this month's competitors, it rates Utd's other unpleasant World Cup Soccer look like a *Shocks of a Factor* show.

I can see some of you *Soundsational*/Laserpool (aren't your love footy team here) fans getting rather snooty at all these references to Manchester United but hang on, as the game description unfolds, you'll realise that it doesn't matter which team you support.

The first slide of the game par (ha, ha) is the Management section. You'll keep returning to this part since it forms the core of *MFUE*. You can do all the things like changing the game time, the name of the Manager, whether you wish to play the arcade edition or not (of course you do!) and choosing tactics.

Not to be confused with the *Top-Flare* which are something completely different. In fact, there'd be little point in choosing small, orange-flamed sparks if you

were just off to play a game of



international-level football.

For this tactics selection part, then, you get several sliding bars. They deal with the levels of the Goalkeeper, Midfield, Defence and Attack for your team. By clicking on the plus or minus signs the level of each goes up or down.

If you didn't like the team formation on the 'field', you can cycle through the other possible choices. And one which player has which position, so you can swap them about.

Individual players can be ogled, with their goal tally displayed, yellow and red cards generated and games played and you can change their names, too.

The trophies can be checked up on, the results so far and the full draw for the fixtures.

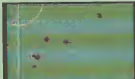
If you're feeling restless for competition, you can even play a friendly against any of the other teams willing to take part. This takes up nearly 10

the arcade gamey-bit proper. This part is filled with the kind of little touches that just occasionally make reviewing games

such a treat. Like the way the player troop on and off the pitch and the beginning and end of each half, followed by a rest for 4, you may not have seen one of these in previous footy games' referee, who tackles on with the ball.

The players also manage to look like they're running and to do quite convincing tackles. The goalie even does a little run-up for a goal kick, as does a player taking a free kick (which you manage by setting a cursor in the camera's direction you want it to go).

You can also pull off super-curved kicks, power



GOAL! 1-0

GOAL! 1-0



ON THE TAPE

What a scoop! One of the most corking games in the C84's long history has found its way to our tape. Not only that but there are two other joystick-wagging delights to savour.

THE CONTENTS

Side A: Wizard's Lair - Arcade Action Game

Side B: Scorpion II - Another Arcade Action Game
B-Pod - Yet another Arcade Action Game

About dark caves far down below,
Where deep within a Wizard dwells,
Bewaking down and casting spells.

If the Lair thou dost uncover,
Four pieces of lion thougth must discover

Only then may you escape
Past the lion that guards the gate

So heed this warning and beware

connecting caves, rooms and passages. His only chance of escape is to find the four pieces of the Golden Lion which are scattered over several levels of the cave. There are many items and objects created to both help and hinder Pete in his quest to escape.

As Pete trundles around, there are (as well as goblins, ghouls and things that go bump in the night) many objects to pick up, such as bonus lives, weapons, gold, food, drink, rings, diamonds, spells and many traps, secret passages, wardrobe lifts, magic lifts and axes (Araxes?)

It's also huge! And there are seven levels to map before you even have a chance!



SCORPION II

Programmed Mr Leslie
Wigmore
Type: Complete game -
Shoot 'em up
Controls: Joystick

Well, we've told the scenario to this 'Harry Leslie' but it's none of our business.

It seems that the Space Mariner used a rather fancy space fighter called The



WIZARD'S LAIR

Programmed: Bubble Box Software (Where are they now?)

Type: Complete game -
Arcade Action
Controls: Joystick

What a wonder! Wizard's Lair is, you may recall, a rather good game of a few years back involving the exploration of a large amount of lakes and rooms. But, hey, let's see what this poem (and no, we at YC didn't write it) manages to tell us:

THE LEGEND OF THE CAVE

"This is legend told long ago



Never returns
into 'Wizard's
Lair' "

HOW TO PLAY

Trapped in an underground cavern,
Porthole. Pete's
trundles across the
Wizard's Lair -
A maze of
wild, overgrown
entrails of
lunacy.



[illegible][illegible]

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OOZIN' EUGENE'S SCUM OF THE EARTH

There I was sitting in the mega-luxurious YC offices the other day, happily munching away at my "Fig 'n Fibre healthy stool" bar, when the door was blown off and in stormed Mr Eugene himself.

"SCUM!" he bellowed whilst he kicked me to the ground. "If I see any similar tps coming in again this month then you're for it!"

"P-p-p-please Mr Eugene, sir, what do you mean?" I stammered in a pathetic way.

"I'm not stupid! I do know what other 64 magazines publish! Only original tps shall be rewarded, ripped-off ones shall be punished!"

"B-b-b-but Mr Eugene..."

But he had gone.

Frightened staff crawled out from underneath various pieces of furniture, apart from a chuckling Mr Henderson who was sat at his desk calmly eating his sandwiches.

"I think," he said, "people shouldn't nick tps from other magazines and send them to you!"

"Oh!" I said, and carried on with my fig bar.

Dr W.P. Lighthouse

Oozin' Eugene's recovered from last ish's funny turn and is back with hints, tips, 'n' maps galore. There are no mega-fend high-scorers, though. Where are you at?



First of all, a few facts: Craig Lister who owns a liver for his efforts.

St DRAGON

When you die, press P and then G to become invulnerable.

MONTY PYTHON

On the high score table, enter your name as ARMC CHARLSTON for unlimited lives.

VENDETTA

Hold down BUNT whilst playing to skip levels.

SUMMER CAMP

Enter your name as CALAMITY for infinite lives.

Peter Reddish also gets a liver for these juicy tips.

GOLDEN AXE

Press run/stop to pause the game. Now press to stop lives on all but the last.

RUFF 'N READY in the SPACE

ADVENTURE
Type CIVIL WARER DIES on the title screen for unlimited lives.

NETHER WORLD

To skip levels hold down S & E.

NAVY SEALS

Level 1 The Harbour



KEY

- ☒ - house
- - bullet
- ⊙ - ammo house
- ⊕ - guard

Notes and Tips

When you come to a good duck from which I'd be just about up over the wall, then, stand up and shoot him before he has a chance to reload.

The maps

Several rather super maps for NAVY SEALS here from that funky dude, Alan Rodger in Perth. I think he deserves ten chunky pounds for this excellent effort.

Level 2 The Barracks



KEY

- ☒ - house
- - bullet (can be destroyed by shooting them by several weapons)
- ⊙ - ammo house
- ⊕ - guard

Notes and Tips

Don't destroy the weapons unless you don't have any further use for them.

Level 3 The Warehouse



KEY

- ☒ - house
- - bullet
- ⊙ - ammo house
- ⊕ - guard

When you come to a good duck from which I'd be just about up over the wall, then, stand up and shoot him before he has a chance to reload.

Level 4 The Heritage



KEY

- ☒ - house
- - bullet (can be destroyed by shooting them by several weapons)
- ⊙ - ammo house
- ⊕ - guard
- ⊖ - barrel

Notes and Tips

Remember when the barrels appear leave the entrance open by your barrel.

Hints and tips

- ① Smash bar with hammer
- ② Open bottle with decanter
- ③ Saw open second by getting it from bins by using hand hub

④ To turn off

inner pul
object on
button on bagging
screen



Key

- | | |
|--------------|-------------|
| ①: poison | ⑩: hand hub |
| ②: 1 of pass | ⑪: fork |
| ③: bar | ⑫: hammer |
| ④: lifebelt | ⑬: diamond |
| ⑤: gun | ⑭: bottle |
| ⑥: decanter | ⑮: shade |
| ⑦: pump | ⑯: saw |

Here is a map and tips for the game **LITTLE PUFF**, as supplied by Jorrie Miller who scared Eugene so much he just had to print them. She also wins ten quid for her efforts.

Blinkys Scarey School

Also from the Miller household comes a map for **BINKY'S SCAREY SCHOOL** supplied this time by David Miller. He also gets a crispy tennor for his work, oh there'll be much rejoicing in their house tonight! By the way David, if there's any brain-blowing to do, then I'll be the one to do it! Your feeble threats don't scare me!

Key

- | | |
|----------------|-----------------|
| ①: = | ⑩: Candy |
| ②: Flaw | ⑪: Perfume |
| ③: Tush | ⑫: Clock |
| ④: Bag roll | ⑬: children |
| ⑤: Jam | ⑭: basket (bag) |
| ⑥: Fish | ⑮: water |
| ⑦: Rip | ⑯: night |
| ⑧: Welcome | ⑰: fish |
| ⑨: Day | ⑱: land |
| ⑩: Bag of meat | |
| ⑪: Billion | |
| ⑫: Score | |
| ⑬: Buttons | |
| ⑭: Sweet | |



POKES

Right, people: a large number of you have been writing in requesting instructions on how to use a "poke" and "set" number. Let's clear this up once and for all.

Here we enter the help of VC's very own "programmer-on-eveing" Richard Taylor.

A poke statement, quite simply, alters part of the computer's memory and changes the way a program runs. This area is usually affected are the parts that control the number of lines remaining, collision detection or time, etc.

To enter a poke, you are going to need to read your computer sometime. If you have a reset switch, then you are a very lucky person. Simply press this and your computer will "re-start" without affecting its memory.

If you don't have one, then unless the

instructions otherwise specify you will be unable to enter the pokes.

If you really want a reset switch and can afford a cartridge (25 quid, still) then recommended ones are "Action Replay" and the "Expert". These will both allow you to reset most games.

When the computer is reset, type the POKe number, or numbers followed each time by Return. When they are entered, type in the SYS number also, followed by Return. The game should now run again and the cheat will be operative. If there is no SYS number then that means the cheat is specifically for cartridge inserts only, where the game can be continued by other means.

There are actually cheaper ways to reset your computer, i.e. if you know the old "paper clip trick" but this isn't recommended unless you know exactly what you are doing.

Some switches can be in the serial port as well, but games usually need a more powerful cartridge reset.

Thanks, Richard

And finally, here are some passwords from our very own Richard Taylor for the publisher The Power (reviewed elsewhere in this issue). Cheers Richard, but if you think you're getting a crummy answer for this, hard luck! He he! I can be so brutal sometimes!

21 LAUNCH
22 MYMBAH
23 GALWAN
24 BLOWNIN
25 INBIGO
26 JINGLE
27 JUDGEH
28 INBIGO
29 SPLSPS
30 KNIGHT



31 No password
32 LEVELS
33 VISUAL
34 COWBOY
35 URGENT
36 COMSUP
37 TOPTEN
38 C140H7
39 ASDFGH
40 SOLONO
41 SURFIN

42 HINON
43 MCHDDY
44 GOOOOE
45 OGGAYB
46 BLTHIC
47 187363
48 GROWUY
49 DOUBLE
50 ROLLER
51 CLOSET
52 SLOWLY
53 SIZMIZ
54 104HIS
55 TARGET
56 AMONG
57 WOODOH
58 ZATG31
59 WOODYS
60 YZDOWS
61 XUCODXD

ARKANOID II Dohs Revenge

Enter your name as
DOLAN: 5 for the cheat
mode



FORGOTTEN WORLDS

These tips come from David Bennett in the Galaxy Islands.

To kill the dual dragonhead, wait its arm is away from its poisoning head. Fly directly over the head and shoot downwards. Repeating this will finish him off.

In the process to destroy the gun placements, pause the game when they appear and press CTRL + COMMODORE KEY + BACKARROW. They should vanish after a short while and this can be done until the level is complete.

Apparently the safest place to be is in the top left corner.

Cheers David - a flick is on it's way

That's your lot, you rabbit! By the way, the art dept. asked me to ask you to ink your name in rather than do them in pencil - 'cos they can't print them if they're too faint. Te. If you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, wings to:
Ozzie Eugene, YC, 28 Potters Lane,
Kilm Farm, Milton Keynes, MK11 3HF.

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- High Speed Output
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- High Speed Output
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For the past few months, Paul "Stop the Press" Rigby has been poring over many strange magazines which he kept hiding when we came near. Now we know what he was reading (so he claimed).

THE MACHINE

is not always the most favourite form of payment by shops so maybe they can provide you with free games or posters (which you can use as competition prizes) in return for advertising.

The readers may even

agree to tell your fanzine

that if your magazine is intended to be nationwide, it may be more advisable to head for the mail-order outlets who would appreciate the country-wide distribution that your mag can provide.

The local relations and national mail-order outlets are probably the people you want to head for before you approach the software

houses. Mainly because, when you do approach a software house, they will be able to see that you have made a commitment, have attracted several advertisers already and, therefore, are more attractive than the person who turns up with a fanzine containing no adverts at all.

A form of reference from one, or more, advertisers is also handy to have. Something assuring that their shop has been advertising with your fanzine for "n" amount of months and has increased sales by "x%".

Another statement from the regular fanzine section - which isn't this month. Why can't we comment any potato dish, the problem with bananas and...oh! they're my cookery notes.

Let's stop, but with fungus, loading with confidence, fiasco for beginners, fash! ah, here we are.

This month, we'll be taking a look at some of the latest adventure fanzine news covered in the past issues of *YO*. How's things? we ask them to their respective Editors. "Go away!" they reply. See the pretty little boxes elsewhere.

In the meantime let's continue with the chat aimed towards prospective editors of the world's greatest fanzine (the one you will write, that is).

Advertising. A necessary evil. However, it can provide a welcome shot in the back balance and can give your fanzine a more respectable image.

After talking to various fanzine editors, it seems ideas for advertising should really begin at home.

For example, it is advisable to look towards local computer shops for either advertising or support and sponsoring. Ready cash

ADVENTURE PROBE

The latest issue of *Probe* (the May issue at the time of writing) contains the usual variety of reviews, features, hints & tips, letters and other miscellanea, stuff. Specifically, there are reviews for both 16-bit and 8-bit computers, a short piece by well-known independent adventure author, Tom Pross, about where the ideas for adventures come from, game news, a few ones for help, hints, a short story, objects encountered in an adventure and what they're used for and...by word of



mouth written by me!

Well, well, now there's a surprise! It's all about ex-infocom man Brian Moriarty, by-the-way - nice man!

If you fancy a squirt at the mag, it's only costs £1.00 (order to Adventure Probe, 62 Lloyd Street, Limerick, Co. Galway, E13 0 277) (Back issues are also available.)

ADVENTURE



ADVENTURE CODER

Adventure Coder is the magazine for all adventure authors (past, old, and prospective). It contains sections on individual adventure utilities and more general language, articles on adventures, designs, structures and so on.

Given we last encountered Coder, the mag has split into two. Now, the 8-bit and 16-bit information each have a magazine of their own. Both magazines appear bi-monthly (as there is a Coder in some form, available every month). Available for only £1.25 from Dave Incester, 5 West Lane, Deddles, Stirling, West Yorkshire, BD17 5ND.



SPELLBREAKER

Spellbreaker is the only adventure fanzine that is totally devoted to news, tips, maps and solutions. There is more that is sent to subscribers within the covers of the latest issue, along with a letters section and an important look at the "Pirates Guide to Advanced Advertising".

Not presented and an essential reference for the future, Spellbreaker is a mere £1.00, available from absolutely from Mike Whitham, 18 Manor Place, South Park, Glenrothes, Fife.



SPLATT!

Splatt is, well, different. It only has ten pages (plus with adventures) because it is more of a "fun" mag taking the water out of anything and everything.

The latest issue has a cover with the Teenage Mutant Hero Turtles on it. Actually, this is a colour fly-



numbers cover! Regular cartoon features mix with in-depth cartoon features producing a bucket of merriment created by Nigel Ken Gray and his fellow readers.

Only £1.25 from N. Gray, Cartoon House, 2 Alder Crook, Oxford, Warrington, Cheshire, W93 5AG.

(and we can) impress the software houses no end.

In addition to the reference, you will also need to supply what your advertising rates should be (the back cover will cover more than a page inside the mag, for example) plus your circulation figure. Obviously, if you sell a lot of handies you'll be in demand by the

advertising departments of the software houses.

Deciding on the advertising rates is really hit and miss, although you could compare your proposed rates with other fanzines, or find out what the glossy charge and scale it down.

Actually, a good tip is,

while you are arranging advertising with the local retailers, try to get to know the PR people at the software houses you will be approaching later.

Sweeten them up by sending them a regular copy

of the mag, phone them up and chat about the "line, get to know them. So, when you do approach them for advertising, at least you will not be a stranger and will have more of a chance of succeeding.

POST APOCALYPSE

Last month you may remember that Posty was arrested for putting Satanic messages in this column, and Post Enlightenment took over for a brief time. Now our Posty with the Mosty has been able to escape (with but a plastic spoon, and ten tonnes of xerxes), and you will be able to write to him at: **Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Phew... You should've been there, that jail was a right dank hole and no mistake. But I'm back, no more "limbs of satan", just good, honest spittin' n' sweatin'.

not going mad)

16. Codemasters
And I even saw a Jungs, a Doh, and (wait for it) a Megadrive ("ah, how lovely" I hear you say and I get it in a sale for 40 pence with Monkey Madness, blah, blah).

Charles Klotz,
Staines-as-usa

PS. Firstly, you're completely mad, and should get professional help (you're also a spewy git). Here's my top ten ways to kill small mammals:

1. In a bander
2. With an axe.
3. In the microwave.
4. Get them to eat a piece of golden cheese
5. Slice the top off their heads
6. Smother their bodies in honey and watch them eat themselves.
7. Stick a fork up their bottoms and light it.
8. Eat them.
9. Shoot them.

PERMANENT LIST

Here's my top ten games producers:

1. Virgin Games
2. Ocean
3. Vivid Image
4. Psygnosis
5. Syndrome 2
6. Gameloft
7. Empire
8. Koei (Zolt)
9. Mastertronic (No, I'm



TO: In a washing machine.
(Do not try any of these at home, unless accompanied by a qualified genetic scientist.)

GIMME MORE, MORE, MORE

I have written this letter to give you YG guys a few ideas, because I have thought that instead of getting better it has got worse. You have hardly had any reviews on games recently, and in your last mag you only had several. Please put more reviews in.

Here are my ideas:

1. Have a few more pages of tips and cheats.
2. Have more pages in the magazine.
3. Put more **PLAYABLE GAMES** on the cassette.
4. Have more games.
5. Have more games on the cassette. On the speedy mags they get two cassette and ten games.

Please send you do them or else!

Print this letter or else!

Give me letter of do send or else!

Thomas Brown,
Northampton

PA, Listen mate, if more games actually came out we'd review them. We can't help it that sometimes in the year the software companies are as prolific as a stamp issuing agency that's run by a team of males without tongues.

As for more games/games on the cassette, we (and the speedy mags) are now issued by EUSPA (a bunch of infomercialist wannabes in prime suits) to only run two full games on the tape, otherwise they'll come round and show our favourite facilities up our bottoms. Oh, and by the way here are my demands:

1. Stop threatening me!
2. Or else!

THE LAST WINGER

I've just started reading the mag after becoming disgusted with others that diversity to the point of nearly covering the whole damn industry.

Actually, I didn't realise how good it is. I especially like the 'high' of writing seen in most of the reviews from the Feb '94 issue (we got it Y&A late here), especially Rick Henderson and Duncan Wren. They manage to inject that cassette type of humour I like so much.

At this stage I read:

degrees and ask gaming questions. One that has made my mag of Last Ninja 2 a waste is this: I clear the first level then can't find out how to exit to level 2. Help! I wrote to System 3 and they were rude enough to totally ignore me.

That's adventure games is quite good by the way. There is one other thing, what about the console? I've got an IBM compatible and have had a C64 for years as the games are much cheaper (as I'm more discerning, but the console, is it an upgrade or new product completely?

Please give me help and I will be very grateful. Supporting your prodigious publication would be the least I could do.

Brian Reed,
Perth, Australia

PA, Just when you think you've got reviews you like they up and bugged off! Mind you, you will get the incredibly accurate wit of our Jeff, why only the other day he said to me "hasn't it a lovely day?", and it was I - what a guy!" (2/18/94)

By the way, do I look like Dustin Diamond? And if you still think I do, Australia's not too far away for me to come over and tip both your legs off you know! Mind you, I think you should send System 3 a jolly letter telling explaining how you feel! I'd just send them my grandmother myself - after all, she is dead and smells a bit!

The console, it's not a C64 with a bit really! Sorry I'm disappointed you

LETTA OF DA MUNF

LIMBS OF SATAN (AARRGGHH!!)

I would like to wish Rick all the best in his new job with that Amiga (sp?) magazine.

Right, now onto some questions:

1. Why are Gomer's wanting such a high price for the 3D Construction Kit?

2. Is Chase HQ any good or what?

3. When are you going to shoot that baby?

1,000,000. Have you heard about Orbway and its apparent satanic rituals? If so, it's all lies.

Right, I've off to feed the goat and light the Ox blood candles, Satan's coming round for tea.

David Bennett, Orbway Islands

PS, Only joking!

RRR, Go on it!

PPRR, Bring back Mr Bennett on tape!

PPRR, What does PC stand for?

PPRRR, My hand has got writer's cramp!

PA, Here's a few answers:

1. Because it allows you to build tall buildings?

2. Or what?

3. The baby got bored after a while and has gone off to be a star. Have you seen Mervyn's film?

1,000,000 I have as it goes, and my half brother's actually up there at the moment checking you all out.

By the way, PC probably stands for Post Cakesham where you come from.



It's the final heat! Whoever wins this will meet Danielle Woodyatt from US Gold (PR-bod), Jo Bonar from Probe (Programming-type) and our very own Jeff Davy in the glittering final.

(H)ushed voices of off-screen spectators. These people are the cream of the industry, the top dogs. Who else would know the most trivia. Who else could get the other members of a company to find the answers for them? Who indeed but a Managing Director. So here they are and here it is... the final heat of Computer Boffo!

THE CONTESTANTS:

Daniel Darling (Cidermaster): The Ciderer is many people's budget booze and the Darlings got loads of publicity for being computer "nerds" with test cars and big cash a few years back. Daniel is one of the famous Darling brothers (along with Mrs Richard).

Mark Strachan and Domingo Whalley (Domark): Another duo. These two have been in the business for years and years with their cuddly company Domark. They seem to enjoy dressing up, especially for video (often Bond-related) press photos and they've managed a consistent stream of playable software over the years.

Bernard Duplain (Dile): He is actually the Sales (and Marketing) Director but is standing in for sister's MD. He says that if he only "IT" spend a couple of hours in the garden with his wife and Gladys (my favourite flower) and then ask a couple of pots of Marston's Pedigree Real Ale at the back of Potomac in Birmingham (Chew).

Tony Kavanagh (Knowledge): Kavanagh is of course responsible for the hugely-popular Manchester United - Europe game which has scored so highly that it's being made an obligatory

reference (John McManis veteran but without the clout), i.e. he's done it all/soon it'll. Go for it!

Hean Geron (Jargonmaster): Mr Geron is the jargon hand of one of the hottest French games companies at the moment. All information games show Hean's good-natured humour and we love him for it.

Geoff Brown (GB Gold): Geoff, you may recall does a mean first impression with a tough face (Gale a few issues back) and is the head of another very old company.

COMPUTER BOFFO

(aka "A Clash of the Titans: A Meeting")

ROUND 4: M...

ANSWERS:

1. Mark Strachan and Domingo Whalley, the famous double-act in the industry.

GB



MD



1. Who are Domark's MD's?	Domingo W. and Mark S. (The twins) (Er... I think that's meant affectionately. Eek) [2]	Mark and Domingo [2]
2. What have Publisher Lords of China and Laser Squid got in common?	They're all spawned of the same development team! [1]	Models! [2]
3. Which company released The Great Escape Plans?	Legend [1]	Legend [1]
4. Name 10's reward for games which get over 80%.	The 10: Fun One [1]	Fun One [1]
5. Name 3 Intergames releases.	Georgie Klax, Jumping Jack, Son, Mystical, Wellfire, Alpha Waves [3]	Sam City, North and South, Light, Corridor, Marlon's a Space, Alpha Waves [3]
6. Name 3 Commodore home computers.	16-B, C64, C16, Plus4, Amiga [3]	C64, C16, Amiga, Plus 4, 6405 [3]
7. Which company has the Hean Geron cartoon looking?	H-Tec [1]	H-Tec [1]
8. How much cheaper is 10 than the nearest competitor?	Same price as 20's. (She says than GF and over 40 50 more than The Sensor) (Get Set) [1/10]	50p [1]
9. Name 3 golf games.	Pro Golf Simulator, Leisureboard World Class Leisureboard, Leisureboard Tournament, PGA Tour Golf [3]	Leisureboard, Links, PGA Tour Golf, Nick Faldo, Greg Norman's Ultimate Golf [3]
10. Which 80's pop combo were converted into a computer game by Danco Design?	Frankie Goes to Hollywood [1]	Frankie Goes... [1]

OFFO OF THE YEAR 1991

(ing of Intellectuals The Like of Which Has Ne'er Been Seen Before")

Managing Directors



- 7 Hi-Tec (and no more trailer (please))
- 8 At least 25p (and sometimes even more)
- 9 Too many to list
- 10 Frankie Goes To Hollywood (whatever happened to them, eh?)

- 3 Julian Gollop: as any rule he
- 3 Legend software, and it was called as the most hoped but worst game

- even. And where are Legend now?
- 4 YC Fun One: the spiliest award ever
- 5 Et... later

- 5 C&A (watch), C&A22 (cheating a bit), Plus 4, C16 (caught), No-50, Pet, Amiga and PC (yes, indeed)



Genesis: W...Mark S. [X]	Mark S. and Genesis W. [X]	Genesis W. and Mark S. [X]	Genesis and Mark. [X]
Julian Gollop was responsible for all 3 games [X]	Julian Gollop [X]	Released by the same publisher? [1/X]	Bad software/NoPower Business [1/X]
Legend [X]	Legend [X]	No idea! [X]	Legend [X]
YC Fun One [X]	YC Fun One [X]	YC Fun One - I know it by heart! [X]	YC Fun One [X]
North and South: Drakken, Sea City, Captain Blood, Hostages [X]	Murder in Space, Sea City, Light Gander, Wildlife Hostages [X]	Sea City, Mystical, North and South, Hostages, Rules the Ocean [X]	North and South, Sea City, Alpha Waves, High Energy Tides [X]
C16, Plus4, C64, No-50, Amiga [X]	Pet, Amiga, 64, C16, Plus4 [X]	Amiga 500, C64, C128, Amiga 1900, Amiga 2000 (Et... That's cheating!) [X]	Amiga, C64, No-50, PC, Pet. [X]
Hi-Tec [X]	Hi-Tec [X]	Hi-Tec [X]	Hi-Tec [X]
25p [X]	25p [X]	25p, or, 25p! [X]	25p [X]
Leaderboard, PGA Tour Golf, Golf Construction Kit, Tournament Golf, Jack Nicklaus etc [X]	Leaderboard, Greg Norman, Players Golf, Hole in One, Jack Nicklaus [X]	PGA Tour Golf, Jack Nicklaus, Jack Nicklaus Ultimate Golf, Leaderboard, Zany Golf [X]	World Class Leaderboard, Ultimate Golf, Links, PGA Tour Golf, Nick Faldo's Golf [X]
Frankie Goes [X]	Frankie Goes... [X]	Frankie Goes... [X]	Frankie Goes [X]

SOFTWARE



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O Kid, the action of battle, the dust of gunpowder and the thunder of horses' hooves! There's nowhere I'd rather be than the battlefields of the US Civil War!



O God no, get me, get me, get me off the groovy train as you hurry towards the front of the train where a large amount of shiny, nearby, polished gold treasure awaits you! And wouldn't you run the length of a train for that?



NO ONE LIVES HERE

Jason Miller came to town, riding on his pony, put a feather in his cap and called it Macaroni. We knew he was odd, but not that odd!

Are you famous because you do S-D gun work? 'Los Yankinos Dios!', says 'bleu'. What is happening? (You seem to have gone completely mad!) They're at it again - those Frenchies just love their simulators and now we get to be bombarded with them as they cross the channel in droves.

Maybe it's because Claude did very little, waiting herself when not as President. France, I guess it's about time they had a bit of success with their simulators. They were never made good at the first thing.

Both and both too (thankfully) also doing nothing to spend US\$ American mini-series, so (TV) except for the fact that it's based on the American civil war - between the

Yankies and the Confederates. You have the choice of being either a Fed, so you can send the Yankees back on his pony with his tail between his legs or a Yankee, which means you can give those Southern Folks a good thrashing.

After that, you can choose to be a Yankee or a Confederate, and you can choose to be a Yankee or a Confederate by choosing all of the following armies.

Once you have chosen your side, and the year in which the war is to take place, you are presented with a map of the US divided into states. For the first few days, you're able to put down your regiments in territory as all the territory is open (DO, DO).

However, the game soon turns to the actual war, and you can choose to be a





As well as the standard rail lighting, there's the chance to explore dark and railroad-themed (wood, sheep) and things on the map (water, rail, traffic) each night. At 8:30, the evening show, *Don't Be a Dinosaur*, is a fun, colorful and interactive show for the kids, featuring an animatronic dinosaur and a variety of special effects, including a special-effects dinosaur.

Warrant will then find a garage
OK, you are getting good
infinitely well suitable you for
house is more done. How

The storm stops you from moving for a turn, and it's gone, the Indians will destroy you as they do not take big steps from a whetstone. Be do not become the first.

[illegible]

Money plays a great part, you can be like John Mayer (only the owners of their

And do not even think of twisting the Mexican from his words as he is probably recovering from a few too many Tequilas. He occasionally lobs a bomb with a blue and that's no joke.

North and South is a fast, action-packed, and rather long game. The graphics are the only letdown, but in saying that, they're fantastic when fighting for the last one playing the attack attack, when in battle all the hard work put into the rest seems useful. The graphics are a bit tiny and there are

But what the hell? One little thing like that does not take away the thrill and joy you get from *North*. **D**

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COMPETITION

THE YC GOODY BAG



Well bottle my brew and throw the tea bag out of the window! Have we got a totally amazing array of prizes for you lucky people this month! We've gone completely out of our way to bag bags of goodies from gullible software houses and record companies in a vain attempt to make YC look very generous indeed. No questions asked, y'know what I mean?

All you have to do is send in a postcard with the name of the prize you would like, addressed to "THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF and you could be in with a good chance of winning several scrummy prizes.

Send in one postcard for each prize, or send several postcards in one big envelope with "LOADSAPRIZES" scribbled on the front to enter a few.



10 LINDY LAYTON ALBUMS

Remember that person who happened to meet with Linda... behavioural for a while? Well she must have her own little album out and it's good it is too! It's the idea of hopping with Lindy all night for real, write "LINDY LAYTON" on your postcard. It's as simple as that!

5 NORTHSIDE POSTERS

If you're a fan of Northside, you'd probably like nothing more than to show a poster up on your wall (and to all the rather exciting ones YC's provided you with plenty, no doubt). So pick up your pen/pencil and write "NORTHSIDE POSTER" on a postcard and then little faces could be staring down at you before you can utter "It's gotta be North!"



5 NORTHSIDE ALBUMS

Northside might come from deep North, where whippers and ovens in flat caps roam the streets (Don't tell them Northern residents) but they certainly can craft fine pop songs, such as their last single "Tired Of" which bounced into the charts earlier this month. Well they're doing an LP and you could win one by writing "NORTHSIDE LP" on a postcard!



DOODY BAG



5 NORTH AND SOUTH POSTERS

If the harsh reality of war seems to much, you could stare at one of these posters all day and just pretend you're free. These colour-friendly posters are going to be given to the people who write "NORTH AND SOUTH POSTER" on their postcard. Well, free people anyway.



5 ST. ETIENNE SINGLES

This summer could be begged away to the (almost) brand new poppy dance band. Currently working on their first album, St Etienne could well be very big before you can say "Goswami stocking St Etienne singles".

showered with some goodness"

And, lucky readers, all you have to do is write "ST ETIENNE SINGLES" on a postcard and address it to us.

5 NORTH AND SOUTH GAMES

Do you want to know what it was like to fight in the American Civil War? Well, instead of transporting you back in time, and throwing you into the middle of a blazing battlefield, we at YC thought it might be a nice idea to let some of you lucky readers experience it in your own home.

So we gathered together the YC panel and 5 readers who write in with "NORTH AND SOUTH GAMES" written on their postcard will have their house stormed and burnt to the ground and their family shot by several thousand angry people on horses (surely you mean "all" not a copy of Intergames excellent Civil War game?) Well, runners-up will get a rather generous £1.50 voucher to spend on any game ordered direct from Intergames. Aren't they kind?



25 WORLD CUP SOCCER POSTERS

Certainly a contender for the spottiest football poster of the month, if you would like to decorate your bedroom with one of these splendidly-designed huge wonders, simply write "WCS POSTER" on your postcard.



5 WORLD CUP SOCCER GAMES

Read the news? Going to see the game? I bet you are! This ball-kicking superstars cinema from film and out of the kindness of their hearts they are offering 5 copies to the readers drawn out of a hat with "WCS GAME" written on their card.



ALL ENTRIES
SHOULD BE IN
BY
1 AUGUST 1991

Abstract

[illegible]

1999

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[illegible]

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These papers are identified by their full names of books appearing in each subject's area.

EUROPEAN SUPERLEAGUE



A HIGHLY GRAPHIC, DETAILED,
ROLE PLAYING SIMULATION OF
THE TOUGHEST JOB IN SPORTS!



1. The first step is to identify the problem. In this case, the problem is that the user is unable to access the internet.





MISAD

VENTURE



In which Paul Rigby starts a new course of potent medication and takes a hazy look at this month's new adventures.

CAST OF CHARACTERS:

- MAN
- PHANTOM CLUB COMEDIAN
- JAMES T. POINTLESS
- BERTHROB SPONGER

[Sounds of Arctic high-speed wind passing through a paper-thin tent. Chattering teeth. Howls of the huskies. Frosted face of man appears behind tent flap - removes oxygen mask.]

Two weeks, or, month, damn what day is it [clunk]...blast, dropped my ice pick... Misadventures comes to you on location from the barren wastes of... [Joseph wails downed out sound]... comes from the top of the lamp post! Indulged at the corner of Wilson Road, Shocktop-On-Tire.

[Waa, at base camp three, at the tremendous height of 18 feet - oxygen is scarce. Hostile is rampant, head is feet running out!]

[Camera pans to the ground where a small bog, bathed in pissant sunlight, stares upwards looking on ice cream.]

Be, for my loyal Misadventurers, if I can't bear out my OSA, a special "an-

locator" adventures column... [pissed lenses man back into tent] - meanwhile, on the ground, someone calls the Fire Brigade.]

REVIEWS

GAME - BOUNTY HUNTER
[BOX: 4]
PRICE - £1.95 (DEK) ;
£2.50 (TAPE). UK POST
FREE
EVERYWHERE ADD £1.00

Bounty Hunter is the latest Rig-Floaring-River game to hit the Comrade. Wrapped up in 126 locations complete with a map, documentation and a hint sheet.

The game deals with that well known sexually transmitted disease - Viroids. Well, actually they (yrs, they) are neuro-viral infections. But you guessed that already didn't you?

The first experimental batch of 22 specimens was on the way to HQ (so complete in the Main versus Pluto inter-planetary footie match) when the ship carrying the cargo threw a wobbler and crashed (blat-

teriously) on the planet of Kankadee.

The Federation can remember Kankadee as a quite jolly uninhabited place, until for human habitation - then it was renamed Minus Keytes (no, hell, no, really, hell, but seriously, but seriously, my mother-in-law - my mother-in-law is so fat, she's no, truing.)

Sorry, that was an unwelcome intrusion by the Phantom Club Comedian back to the plot, Marfied. Cosmos is once started the deserted buildings but they are now under the rule of the planet's natural elements. And the fact that Kankadee lies neither too close to some deadly strongholds and you can guess why this

landing on the planets and looking for the Viroids they cannot, at the same time, be allowed to fall into enemy hands. They weigh an absolute ton, for one thing - probably resulting in many sprained wrists, and contusions (bless you).

This is where you, the mercenary, comes in (yaa, no, yes, really, eye readers, let me begin, I blast a mercenary - he was asked to this mercenary - asked for that, truing, crack! Sorry, Phantom Club Comedian again - ahem.

Your mission is to seek and destroy the 22 escaped viroids.

Bounty Hunter, which loads quickly via the Power Machine (read) cartridge, uses fairly short location



planet has never been re-contaminated.

That, and the overwhelming small of unwanted feet, but that's another story.

However, while the Federation cannot risk a direct confrontation by

descriptions written with yellow text on a black screen - probably the best colour-coded combination. There is also a score routine telling you how many Viroids you have killed!

It is a shame that it

RES

doesn't have the wa-bang Spectra-vision features of 1920 locations. But then, who needs em, eh?

Most of those locations were not really locations anyway. Nothing happened in them. The essential story-linked locations (the active locations, that is) are still intact in the *Game* version.

Puzzle quality is pretty ratty. Odd, seemingly meaningless objects will require lateral thinking if you are desperate what is required in a specific location.

Beauty matters a lot on glass, but right on story design quality. It may look like an old fashioned adventure with no gimmicks to keep you guessing but the gameplay makes you quickly forget such nonsense. Recommended.

RATING - 77%

INTERLUDE - THE SEARCH FOR SPOCK

[Cut from sector sixteen at the top of the lamp-post to an empty planet. Silence. Silence. The old robots: The planet Ophi. James T. Ponthers, introduced something-or-other, searched for signs of relaxing life on the planet Ophi.]

[His. Baaa.] Very little evidence of shopping facilities here. There don't seem to be any large supermarkets. There may be some on-the-corner grocery stores behind those rocks, but it's difficult to tell from this angle. It does seem to suggest I had most of the shopping here is by direct mail. [His. Baaa.]

[Cut back to orbit lamp-post. Man takes through chugging lips]. Thanks James! Starting right, I'm sure you'll agree. Now part two of the course...

DOMES OF SHA AND MISER (TAME) £2.50 / JACK & THE BEANSTALK (WITH THE CHALLENGE) £2.50.

Dark Fear (is what happened to the other three? Don't look at me I haven't got them) in their loss of goodness gives you excellent value for your cash with these adventures.

Domes of Sha is set on the planet Ollawa, a war-ravaged land. It tells the tale of the Sha tribe (as called because of the impatient historian who was in too much of a damned hurry to completely hear what the full name of this gentle people actually were. He only caught the first three letters who, apparently, have added some free for your interest).

So domes employ the wifery. Your job is to find the secret of them. You set out to release the tribe from the Cold Fear (that prevents them from leaving the valley), together with Gauri - your faithful semi-intelligent man type thing, person, not-ah creature shadow.

Domes features many

reward map-making sessions with the inclusion of many GP and POWE directions competing with IP and OAT which, added to the usual directions, makes for a messy map if you're not careful.

Domes of Sha is well-designed and simply delivered with a very good puzzle quality and plot. The relevance of Gauri, for example, makes for a different set of puzzle-types as you must interact with this non-player

character to discover objects or not past obstacles. Heat on the list in Miser - a festive



adventure - there's timing for you, eh? A Scrooge story, in fact. [Scrooge?]

There was this girl, see, this girl, right, nudge, nudge, down the pub, down the pub. 'M I said, excuse me, what's a nice girl like you doing' - bump, crack, gamole! Sorry, Phantom Club. Come on, again, and that was Scrooge, but Scrooge. Any road up, after a start by the usual ghostly apparitions

you will need to complete 12 good deeds to complete the adventure.

Half the job is to find exactly what good deeds are that you need to undertake. This is done by talking to different people. With black text on a grey background Miser is an engaging game which will battle many an adventurer. Miser is not exactly tough. Just tricky.

Finally, Jack & the Beanstalk follows the classic fairy story. Basically, you must find the golden egg and bring it home to mum. (Was a similar presentation to Miser and in a pleasant field but it never really grabs your loss to any great extent).

The bottom line? The presentation isn't the strongest. This is Domes of Sha, with Miser, a good game running in normal Jack puts in third as a happy freebie.

DISK RATING - 73%

All games can be acquired from: **SEVEN SOFTWARE, 44 HYDE PLACE, AYLESHAM, LINCOLNSHIRE, L15 3AL. CASH/CHQ PAYABLE TO: J.A. LOCKHART.**

[Back to the scene of the lamp-post. Two struggling legs are seen to appear from under the pile of seven policemen and four women as they lead the man away. The PSPCA lead away the seventeen bushes while the BBC report break shorter in the region of Blackpool-on-Tees.]

Finally a word from our sponsor -

[Bernard Spencer steps to the podium. Small glasses, white coat, grey fuzzy hair - are all situated in a bag on his chair. He addresses the audience naked and bald - with a squint.]

Penguins, yes, penguins. What relevance do penguins have on the furtherance of medical science? Well, strangely enough quite a lot, a major breakthrough, maybe. It was from such an unlikely beginning as an unwanted fungus accidentally growing on a white plate that Sir Alexander Fleming gave the world penicillin. Would Albert Einstein ever have hit upon the theory of relativity if he hadn't been so clever? Would Rutherford ever have split the atom if he hadn't tried? Could Mars have been invented the radio if he hadn't by pure chance spent years working on the problem?

Nevertheless scientists believe that these penguins, these comic flightless, web-footed little baddies may finally unwittingly help man to fathom the uncharted depths of the human mind!

You can write to Paul Joyce (and find out what on earth he's on about) at, Misadventures, 7C, 20 Porters Lane, Nite Farm, Milton Keynes, MK11 3BP - you could win a penguin!

GAME - DOMES OF SHA / MISER / JACK & THE BEANSTALK (DISK 4) PRICE - £4.50 (DISK)

NEXT MONTH

IN THE MAGAZINE
THAT BRINGS A
SMILE TO YOUR
FACE AND A
SHOCK TO OUR
RIVALS...

YET ANOTHER COVER TAPE:

YC's pet programmer Richard Taylor
spirits up another game for the tape.
Plus! Several other stonky games and
dances.

THE CITY OF CORRUPTION

At last, the grand finale of everyone's
favourite quest. A programmer, PI1 tool,
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special last round.



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YC looks behind the scenes of Britain's best-known budget software company and says: "Why do Code Masters
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The YC Usual-Squad grab a supply of ten-pence pieces and bother Domark for a few games of the mega
Ramparts/Islede game. Who is the Ramparts King/Queen?

PLUS: Many pages stuffed full of new, reviews, composes, cheats and so much more
that you'll spend the whole month reading it!

THE FIRST '91

Sunny side up, just the way you like!

OUT JULY 26

Remember, folks - Because we're always borrowing away
in the YC office for ever-more exciting features, we
might get it into our heads that we need to swap
everything in the next ish about. So please
don't come running to us when we've put
something even better and more
corking in the magazine than
anything else we've
mentioned before. OK?

Please, Norman, I'd rather like
you to reserve me a copy of the
ever-so-squiffy YC every month
in return, I'll hand over my pocket money
for you to spend on whatever you like
and I certainly wouldn't do that for every
Tom, Dick and Harry of a computer magazine.

MY NAME

MY ADDRESS

Give this to your local paper shop before it blows away!

P.P. HAMMER

AND HIS PNEUMATIC WEAPON



Meet P.P.—a man with a mission. Help him clear out those 32,000 screens of monsters, puzzles, and secret rooms before the time runs out!

With 32 screens to smash through, there will be corners to clearing monsters, it's just as well P.P. has brought his secret weapon—a pneumatic drill! Use the drill

to dig through floors, find keys to open doors, avoid traps, vanquish monsters, and use the magic portals to gain all your loot.

Plenty of built-in hints provided will ensure that you don't do all your time in this fast-moving action adventure. So get your weapons, enemies start dropping it!

Available on Amiga at £19.95 and C&A at £11.93 tape, £15.31 disc.

Available on other Amiga versions. Please check availability of different formats.

DEMONWARE



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WORLD CHAMPIONSHIP

There was a time when Jason Miller could be seen on the terraces at Real Madrid, so with Fisk busy at YA, we gave him the title of "Football expert" for the issue and handed him Elite's latest...

What can I say about World Championship Soccer by Elite? There I was, pondering with the joystick, ready to tackle this foxy

simulation, when I realised the amazing amount of foxy games that are around today. We have a fair old time to choose from these days, since

Gennedign's tears put soccer back at

top leaf year

The sound of the words "World Championship Soccer" take me back to the World Cup last summer. The Germans with their leather-up tactics, and plump Maradona with his head that second half time that the rest of the Angles put together

But what are Elite doing? Every soccer fan knows that foxy soccer is never, if it is, then for short-term and once-for-all times. In 1982, Diego Maradona's brilliant head, his rubber face in the ground after clearing us (England), 1-1 in the World Cup in Italy. Not to mention the Italian or even the German thought about "World Championship Soccer".

"Please line up with me at this one, don't think 'being the first to be taking a shot of 'safety', so when you play 'W.C.S.' you will not be taking safety - but playing it. Sorry Elite, but they do say the truth hurts. Last night, Paul Gennedign would be more successful playing for

Laio on crutches than the game is at being a great foxy art.

Elite had a highly successful and popular arcade soccer game, which has now been brought to home computers by Elite Systems. Well, Elite may have been highly successful but Elite was put in and in that game about

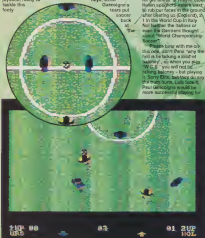
What to the before, which is, a game to be like your hands. Unlike, Maradona.

You have the choice of 24 international teams and you even the chance to select the eleven players for your team. For a competition against you, though to make you given to your skilled team. A chance to see if you have what it takes to win the cup from the foxy.

This by no means is an easy task since you have to qualify before you're allowed to play against the foxy of foxy. What you have selected the team you wish to play, make a note of their numerical qualifications, one to five, five being the best. The U.S.S.R. seem without a doubt the best, to be matched with an skill, speed, defense and their strength and an speed four.

The "foxy" of foxy will give you a run-down of your players and their abilities. Look at that, selection before you choose your team or then give you the player's position, and their numerical value in comparison with their foxy team-mates. Team selection is a major factor if the cup is to be on the foxy home with you.

Once the team is chosen, you'll have a choice for a position or put yourself in at the top end. You'll be amongst one of the six groups, each group containing four members just like the real World Cup





YC PHOTO STORY

Words: Alice Page & Jeff Davy

Pictures: Jeff Davy

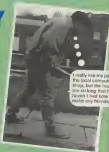
Steven Spackler and his family had recently moved to a new neighborhood.



"It's a nice city, huh?"

"See Mom, I'm off to work!"

I really like my job, the local computer shops, but the hours are so long that I haven't had time to make any friends.



- And I wish I had a girlfriend, too. Girl! Like that beautiful model over there!



"Pardon!"

>5024<



Later...

I wonder if the new house off YC is out yet?



y pite-
outer
house
net. I
time to
enda...



WIN 5 KODAK FUN CAMERAS!

In an act of boundless generosity, Kodak and YC have got together to offer you the chance to win a Kodak Fun Camera. One of these would normally set you back at least £100 but you can get your mitts on one of these snazzy, light-tight tough cameras by answering the following (easy-peasy) question:

Name the three members of the YC staff in this photo story

Send your entries to
"Fun in the Sun Camp",
YC,
80 Pattern Lane,
Bilton Keynes,
MK11 1SH.

All entries should be in by
August 1st 1991 and the
editor is decision is final



I PLAY



3-D Soccer

C64 (C/D) - AMIGA
ATARI - PC IBM (5/3)



AMIGA SCHULEN



Richard Taylor snatched into action when we handed him this rather odd puzzle game.

THE POWER



Oohs, another arcade puzzle! Two good ones this month! This is supposed to have something to do with that

revol' 'Snap" song. Where is the music, though? Instead of the title song it plays old MC Hammer's "You can't touch this" Very strange

Before I saw this I thought it was going to be a classic case of Gashag-ly, using the song to sell the game. It really isn't though, so even if you really hated the song don't be put off. It really has nothing to do with it.

You take the part of a little tool called Mox, whose aim in life is to score around collecting hearts to give to the love of his life, Mrs

He does fine with your assistance, of course.

You must point your pointer at lines and hold fire down. Pulling the joystick in various directions will display a small arrow and releasing fire will fuel Mox in that direction. Mox can only stop now if something other than a heart blocks his path.

Also lying around are movable coloured blocks that are essential to some scenes. Be careful when moving them because some of them destroy other coloured blocks.

Once you have collected all of the hearts you have to get to level to reach the next level.

It doesn't really sound all that much, but most of the scenes are fairly difficult and require quite a bit of thought.

The presentation throughout is really quite superb, there are plenty of options on the title screen, including an "arcade" and "tutor" selection. The artwork has large graphics, each character being four blocks

GEM-X

"Diamonds are forever" sang Shirley Bassey. Well they were until Richard Taylor started smashing them up in this puzzler.

This really is quite an original puzzle game that will frustrate, annoy and totally absorb you for a few odd weeks.

The disc behind it all is brilliantly simple. You have two screens divided vertically with gems set out in various patterns. The left screen is the one you manipulate with your joystick, and the right one is set up by the computer.

The idea is to replicate the "computer" screen by changing the colour and position of your gems.

The game comes in five

colours: red, green, blue, pink and gold. To change the colour, you point your "pointer" at the relevant gem and press fire. The gem and all surrounding ones, apart from diamonds, will cycle through the colours. Sadly though, when the game reaches gold and are changed again, they decide that they've had enough and off they go.

The results in all gems above that one falling down. This has to be done sometimes though!

Once the computer screen is matched, that task is finished and off you go to



the next one. There are 400 levels in total so it will take some time to complete the game!

The levels are split into six separate screens, and when a level is finished you are presented with a goal in Red Lip & Tashien. You can pick the next level to move onto, and work your way across the grid until the other side is reached.

I haven't yet been able to do this after a week of fairly heavy playing, so it may take some time!

After each level, you get a





CREDIT CARD	4 SOUNDS	4 GRAPHICS	4 TO PLAY	4 HALF LIFE
• Funky music and plenty of atmospheric	• Game really good and some a bit plain	• If you're into this type of game you'll play a lot	• Game and some a bit plain	

NAME: The Power SUPPLIER: Digital Marketing Int. PRICE: £9.99 tape, £14.99 Disk. RELEASE DATE: Out now	OVERALL	80%
---	---------	-----

This game has the Power to keep you hooked.

what the facts are prove you a bigger view with smaller graphics.

The graphics are really good and everything runs quite smoothly. The play area is set over a nice puzzle (a perfic, moving background) which adds to the sickness event!

The only bad thing is that it doesn't play the famous music! (And if you're into The

music) I thought it was going to be the whole selling point of the game.

Another good feature is the password facility, making every one of the 68 screens accessible, when completed.

The Power turns out to be a very polished product with excellent presentation, original gameplay and frustratingly addictive puzzles.



picture of a wide-eyed young lady barely dressed, looking rather shocked? The reason to be some screens to complete the grid, as each picture is a, er, scene revealing that the MAF will get a great deal faster (I don't think).

The graphics are really nice and colourful, though some of the games look like those glossy fruit events.

The sound is also really good with funky music and chunky jingles through out.

I played the Amiga version of this game before

the 64 one and I didn't think much of it, so I reckoned that this would be pretty bad.

Surprisingly, though, I really enjoyed it! I found it somehow easier to play.

It's a very well presented, incredibly challenging puzzle game that really will make you come back for more.

If you want to buy a puzzle this month and it's either this or The Power then I'd recommend this one. The idea is more original and I'm sure it has a slight edge on gameplay.



CREDIT CARD	4 SOUNDS	4 GRAPHICS	4 TO PLAY	4 HALF LIFE
• Great	• On the game interface and are really well suited	• On the game interface and are really well suited	• It's really addictive, play very challenging	• You'll come back for more time after time

NAME: Game-X SUPPLIER: Digital Marketing Int. PRICE: £9.99 tape, £14.99 Disk. RELEASE DATE: Out now	OVERALL	90%
--	---------	-----

Puzzle game fanshics will break out over this one!

POWER UP

Like a squirrel with 2000 volts fed through it, Jason Miller has the power so he charged straight towards this compilation...

Another issue, another compilation. This time it's *Don't* as fun with a crop of arcade conversions. Let's go!

CHASE H.Q.

The chase is on and the terrorist is giving off heat as your turbo-charged Porsche 928 screeches down the highway. The sound of screeching tyres echoes through the city as yet another crime is committed. You're special criminal investigators in LA with a mission to prevent crime, so after receiving your instructions from Mancy at HQ, you have to complete five missions, such as apprehending those terrorist victims pushed! All you have to do is run - yes, run! - your Porsche into the back of the offenders in question. And it's not easy at all!

Do the words 'spilly and carry ring a bell? Well, I hate to disappoint you, but of all the car simulations around, this is by far the worst I've seen. Sorry to say, but there are no words old enough to describe the graphics and sound of this game, and its speed is laughable - it's so slow! *Airline* *Battle* would not give this game a second look.

TURRICAN

Help! It's another one of those 'blast-em-up and become a hero' days. Why go to all this trouble? If you are into blast-em-up or blasting the living



daylights out of things, just go straight down to your local pub (or I don't think so! Ed) No, don't actually, try *Turrican* instead, where people don't get lost on the streets at night. Where grimey cars go out and goads with their friends. And all because of Mosquit.

Turrican is the only test who can destroy Mosquit and his kingdom, the objective is - naturally - to guide your hero through five worlds where he will encounter many perils. You must blast everything that gets in your way with impressive and rapid weaponry. Now go and give the wanted!

ALTERED BEAST

A rather different blast-em-up action game, this one, as you have supernatural powers beyond belief. Zeez (some major Greek god-type) has picked you to save his daughter Athena (I thought she was a sister ship? Ed) from the clutches of the evil, snake-like from the underworld. By collecting mystical spirit balls you



become a strongerman with a punch that *Mike Tyson* would be proud of. You can even become a Werewolf or Wizard!

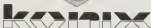
RAINBOW ISLAND

"Oh Geoffrey, Dungle, and George, what do we have here?" "What a look in it. Zippy and be quiet, or I will have to shut you up." Don't worry, *Rainbow Island* has nothing to do with an overgrown mirth ball smasher and everyone's favourite TV programme, it is *Bub* and *Dod* from *Dubble Bubble* up against the hazards of the



rainbow islands. There are myriad creatures who will impede your progress on every level up until that very moment when you blow up to the "Garden" (What, the newspaper? Ed) Monitor the art of the rainbow (what is this? A new martial art?) kill the enemies with it. No joke they are serious.

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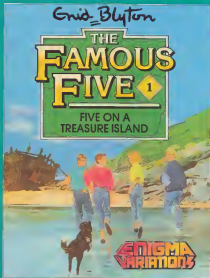
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Other issues are available but not shown.

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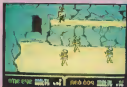
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does look like OP One-Eye had been hitting the rats quite heavily. The same goes for the other species - the amount of noise is still

The control over your character is very sluggish, and you will find that effects carry out off the question. Furthermore, it is hard to tell whether your sword is actually making contact with the enemies to be chopped.

On the whole, a pretty bad conversion of a really good fun Israeli game. Surely a better one could have been produced. It appears to have been a rush job without much effort in the design department.

Even at budget prices they wouldn't stand out any of about 200 I really can't recommend this to anyone



Q. English has told me he's called "Whore's, the parrot parrot." Is it a girl who takes it over? Is he in this game, anyway, hell yeah, he's gonna make it all right.

[illegible]

- [illegible]

NAME: Skill & Crossbones.
 SUPPLIER: Gemark
 PRICE: £15 for tape, £14.99 Deck.
 RELEASE DATE: Out now.

1

40%

Poor throughout, it could have been much better. On the whole, rubbish.



MULTIMIX 1

000000

Golf has never particularly whispered me. I once had a job as a caddy. I've occasionally seen highlights on Grandstand through half-closed eyes after Sunday lunch. But I never feel the urge or the need to play.

simple, yet it maintains the essence of golf. The power swinging is just fun, then decaying (comparable to the club swinging towards and then away from the ball). The golf package includes itself by claiming to be 3 games, it is a comprehensive golf simulation with a fair variety of holes and obstacles such as bunkers, trees and water.



But at it, then, that the 3 game pack of London (Lord Leader) (Baker Tournament) and White (John London) (Speed) hold me no interest? Is it the clear, uncluttered problem and input? Is it the skill involved in combining the factors of wind, map and the slope of the ground? Or is it simply the thought of playing golf using only the energy needed to move the pencil? Whatever the reason, this is again something of interest.

The authors thank Dr. J. H. Duerksen for his helpful comments, and the anonymous reviewers.

There are two player games, or you can play against your friend. This time the contrast is *Search Head*, *Search Head 2* and *Head: the Multimedia from Klex* really work.

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No-one just plays computer games, do they? You all pop out to the cinema occasionally, take out a vid, play a record, buy a coffee, don't you? Now YG presents a new section - "Big Thrills" - to guide you through all the latest buys...

EMF - Schubert Dip

YG is in for the top ten! September was the group of kids from the Forest of Dean. Now they've got three hit singles behind them and a

MUSIC

new LP. 'Schubert Dip' is an album-length slice of their music. Forest (dean/foe/peh).

packed with the singles you know already and the sort of excellent stuff you'll only have heard if you've seen one of their music box shows (strobe lights, keyboard-smashing and much loud groover). Guaranteed! This is certainly one of the top pop albums of 1991.

Jeff Garry

00001/2

CANDY SKINS - You are Here

Oxford has spawned some real talent over the last few years: what with Ride and the like. Now it's the turn of the

Candy Skins to take the limelight. They've got plenty of no-nonsense, guttural songs, like 'The Stone Roses' or even '80's bands such as The Marbles. They've signed some Large Cash deal with Geffen records in America so expect to hear a lot more of them soon. In the meantime, if you're a last-back sort, check this out.

Jeff Garry

00000



VIDEO

VAMPIRE'S KISS

20 20 Warn
(Certificate '15')
Stars: Nicolas Cage,
Jennifer Beals, Maria
Conchita Alonso

This is not, in any way, at all, a horror release! It may sound like one. It may even sound like one of those stunts and white masterpieces you see on a Friday night on BBC2 with Peter Onions and Vincent Price, but it has nothing to do with all slender looking fellows in black sheets, and is all smogging round the back of the bike shorts.

It is, in fact, a trip into the mind of city gent Peter Loane (expertly played by Cage), and a look into obsession, namely his with a girl (hey he

thinks is a vampire. She (Jennifer Beals) is picked up by him one night in a bar and during the roughly (he thinks isn't really a family movie) she takes his neck, drawing blood and sending him - and us viewers - into a

one way trip in which we are never sure whether she really is just a sexy New Yorker or a kind of Dracula. After a time he gradually loses the fact that he has turned into one of the undead, and starts to act as so, and although his character has never been a particularly nice one (the way he treats his secretary (Maria Conchita Alonso) is tragic), as an audience we feel more and more sorry for

the man, mostly thanks to Cage's completely compelling and compassionate performance.

'Vampire's Kiss' should be billed in the same way as Cronenberg's 'Dead Ringers', and is a black comedy that revolves around the slow and painful dissolving of one man's sanity. It is as close as it all gets to your screen, and if you really don't mind your own small parts being exposed, it's well worth every penny of your rental fee.

Rob Henderson

00001/2

MADHOUSE 20 20 Warn (Certificate '15') Stars: John Larroquette, Kirstie Alley

If you're a fan of Chevy Chase, National Lampoon Vacation films, and you're currently in the middle of a party crash where you can't



COMICS



BLAST #1

John Brown

You remember *Deadline* didn't you? Tank Girl? You know, that incredibly trendy comic that all the fashion victims of this world (and

those that appreciate good comics) have an standing order from their nearest?

Well, so incredible is its power that creator Matture(jan) Kautler recently posted into the shelves of the paper shops up and down the country, and the question that hangs in the air is: is it as phenomenal as the rest of the indie efforts?

In answer, when confronted by this, would most likely be "Maff", its roots lie in comic's London, but its heart is surely in the streets. Never-the-less, a couple of the strips are worth reading (probably). Mr. Mommie being the most memorable, and its life will truly depend on how many bug-eater comic figures it can win and abuse.

Rik Henderson

0000

PREDATOR 2 #2

Dark Horse



The second instalment of the film adaptation finally lets us, just as the film does, by at a speed known only to people who fail offcuts, and as such most comic readers, its appeal lies primarily in the quality of the cinematic effort. Fortunately, *The Predator 2* was a nicely action number that had a large "cash" factor, and it wasn't for the immediately poor or others the whole thing would've been a routine winner.

Rik Henderson

00000

EXPRESSO

Hewlett

Another in a long line of Fantasy Age-of-comic anthologies presents us with some quality European comic strips. This is it, I presume, an attempt to reduce the masses into fully accepting the comic medium as a form of literature, and



unfortunately a late rather than early at the first bundle at last.

The problem with this, although the content may be seen as groundbreaking and superbly crafted is foreign lands, it really is a type of comic in this country. The reason for this is that although the strips are written and drawn by a few quality names, none of the material suggests it of the quality for which they are renowned and as we know, last strip + boring strip = complete crap.

Rik Henderson

00



INDIANA JONES AND THE FATE OF ATLANTIS #2

Dark Horse

Here it is, the comic inspired by the forthcoming Lucasfilm computer game, and it's a real stunner. I don't mind telling you.

Really, it was going to be the guide for a new Indy film, but because Ford said "Readers in this, I read" and he said "Then, a computer-related follow game along, read the plot and read 'Go... What a jolly good idea for a computer game' and went off to build a computer game. (This is a comic company) Dark Horse, Atlantis, Predator, Terminator) and said "What a truly great idea for a comic", and it is.

The plot was truly twisting all over the world, in Indiana Jones style, and seeking artifacts that the Most One also offer with magical properties. Added to this is the fact that the strange items originate from Atlantis and we've got ourselves a classically written Spelling-style story that would've taken Mr. Ford down to the ground.

Rik Henderson

00000



wait for the next John Hughes installment to enter into the video shop, here a blasthouse - it may not have Chevy Chase in it, but it's selling in the same brand of electric American humour like a shark waiting for fresh meat.

Johnie Burmeister (Kurtis Avey) and her husband Mark (John Cusack) have just moved into a new house in LA, and after a brief honeymoon period of being exquisitely happy, news that Mark's cousin and his wife are coming to stay for a

week isn't quite as daunting as it seems out to be.

As you may guess things go disastrously wrong for the couple, as more and more houseguests arrive to take over the house, turn it into a hole for society's drop-outs, and completely ruin the Burmeister's life.

It's a all very light hearted humour, typically American, infuriating in places, but a good bet for a chuckle or two in a rainy night.

Rik Henderson

000



TALES

FROM THE SCRIPT II: THE REVENGE

Taking time off from a whirlwind life of wild film-world parties, Dave Hughes provides the latest film gossip. Lights, cameras, ACTION!!

FAIRY TALES

SUMMERY EXECUTION

Summertime, summertime, each summertime. If films it seems to be suffering from a touch of (a) spring fever (b) sunstroke or (c) some unspecified mental disorder. Gary is taking the summertime bit. I'm writing this in mid-zero May (but, by the time you read this, Hollywood will be almost a month into summer). I can't say for sure, but I think it's a good idea for a spring (and a summer) box office.

After last summer, executives, understandably, even more panicky than usual, told who had been in the room. DAYS OF THUNDER or GHOST?

Of the summer blockbusters (TOTAL RECALL and DIE HARD 2 were hugely successful last year, ROBIN HOOD, PRINCE OF THIEVES and TO JUDGEMENT DART us), the most expensive movie ever made) look the most promising, but

Denny's ROCKETEER, BILLY BATHGATE and the re-released 101 CALAMATIONS could also pull big crowds.

Of the comedies, the Alphabet gang's incredibly funny THE NERD CLIMB (I'VE THE SMELL OF PEANUTS) the same crew's TOP GUN (spoof HOT SHOTS) and BILL AND TED GO TO HELL, could all be 'winners' (Hollywood jargon for surprise successes), while John Hughes' ONLY THE LONELY would be an unbreakable write-off - his HOME ALONE is now the fourth-most successful movie ever.

And, as for the summer movie, I can't say for sure, but I think it's a good idea for a spring (and a summer) box office.



STONED IN SPACE: FROM DALLAS TO HOUSTON!

Since THE DOORS director Oliver Stone's announcement (taken June) that he would be making JFK, a movie reconstructing the 1963 assassination of President John F. Kennedy, everybody has been so busy announcing this project related to that fatal November day in Dallas. AMM Films are to produce LIGIA, based on Don DeLillo's novel about assassin Lee Harvey Oswald while Propaganda Films (who made David Lynch's RULING AT HEART) are busy casting (RULING) which, however, is not a movie.

And, as for the summer movie, I can't say for sure, but I think it's a good idea for a spring (and a summer) box office.

Stone is recruiting light-bloated about millions that he will follow JFK with a film remake of his DOORS (managing and directing).

WOODRIDGE AVENUE, with Christian Slater as Sugarman (pronounced 'Gooberman') and (with any luck, but doubtfully) as Kline will again playing the Lizard King (Jim Morrison, clockwise).

Stone's box remains tighter still over Tales: own revelations that he is planning an Apollo moon-landing movie, SPACELAND, for release in 1994, the 25th anniversary of the only other event in Berlin. America that Stone has not yet committed to the latter Vietnam, Kennedy and the Doors) Woodstock anyone?



IF IT MOVES, REMAKE IT

It's not just the summer movie, I can't say for sure, but I think it's a good idea for a spring (and a summer) box office.

Remember that the space of efforts-heavy updates of '60s science fiction classics - THE FLY, THE GLOBE INVADERS FROM MARS, THE THING etc? Well, the good news is that it's about to happen again, and with John Carpenter (who remade THE THING so effectively). Right now he is busy directing Chris Chubb's GARY HIGGINS' HARMON and Sam DeLoach's CARL HALL in MEMOIRS OF AN INSOLENT MAN which, for all, will be using state-of-

SHOOT THE TUBE

Hey, dude! Surf's up! It's summer in the city and time to take a look at the top movies Hollywood will be circulating your way in the city season. And that actually boiled. They include a one or two line comment from your regular Telenovela From The Scriptwriter. Dave Hughes, plus a handy pocket guide to financial and critical potentials and Oscar chances. So why don't you just pull out your television set and go out and do something less boring instead. T

BILL & TED GO TO HELL

These most excellent studies are back to back more various historical issues. This time, life and death.

S RATING: Good script and cut status—4/10 (22m)
CRITICAL: Who cares, didn't
O SCARS: No way man!

CITY SLUCKERS

Billy Crystal in a modern western or comedy.
S RATING: America says yes
Dave Hughes says no.
CRITICAL: Okay
O SCARS: Yeah, sure

DYING YOUNG

Name Julie Roberts has an love with femininity at point. FLATLINER director Downey ending dropped to plebeian audiences.

S RATING: Last year's #1 and 42 reviews had death (SHOOT) and Julie Roberts (PRETTY WOMAN). This movie has both. Watch it but \$100m is no time. This year's #1!

CRITICAL: On a scale of 10 to 100, it's a 100.
O SCARS: The dead guy

HUDSON HAWK

Bruce Willis in 300m blockbuster Joel Silver musical (R) from NEA/Time Warner.

S RATING: This year's GARY OF THUNDER (1) is top disappointment. Joel Silver named. Bruce Willis (Lionel) isn't it now when a plan comes together?

CRITICAL: Terrible.
O SCARS: Forget it!

IN BED WITH MADONNA (aka TRUTH OR DARE)

Petroleum Madonna life story movie. Very sexy. Can't tell you much about it — this is a teeny magazine (porno look).

S RATING: Pretty damn good for a biopic.
CRITICAL: Don't listen to 'em.
O SCARS: Sorry, honey

MOBSTERS

YOUNG GUNS actors take an gangster in 30s Chicago. THE OCCASION: Christian Slater is gonna be no top. Just wait.
S RATING: Good. It's hope. It's a nice idea, really don't.
CRITICAL: Do a scene of cutthroat talkative. Zippo.
O SCARS: Yes, very nice!

THE NAKED GUN 1 1/2: THE SMELL OF FEAR

Incredibly funny script and ad campaign. This is comedy year, and this is the comedy. (Gems here!)

S RATING: Big. It's surprise everyone except new 1994 is begins after 1993. (YOU-NO, REMARKABLE) and PRINCE OF THIEVES.
CRITICAL: Very positive.
O SCARS: It's in big, is not something?

ONLY THE LONELY

The plot of Roman Carbone's SCHY on the big screen. John Carls is Timothy Luteran. From John Hughes and Chris Columbus, who gave 1990 HOME ALONE.

S RATING: It's not HOME ALONE. Far.
CRITICAL: Thank you, no.
O SCARS: Data.



RADIO FLYER

Also used kids' clothing TIME. BRADY's eight fantasy world. No plans. Goal 500m, should have been less. But.

S RATING: Who cares what it cost? It's surprise everyone, the included.
CRITICAL: 6/7 with wings. A lot.

O SCARS: One or two might need it if it's a lot.



ROBIN HOOD: PRINCE OF THIEVES

The most surprising of a classic legend. Kevin Costner, Christian Slater, Sean Connery, Billy Crystal, Madonna, and DANNY BOY. With 1994 as director Kevin Reynolds directs.

S RATING: Can imagine no more. Under the hood? Unconfronted.
CRITICAL: Not terrible.
O SCARS: A couple of great ones.

THE ROCKETER

HONEY I SHRUNK THE MOS director takes on fabulous modern comic strip set in 1938. Great effects, great fun. Also, no stars. DICK TRACY didn't work for simplicity but Madonna.

S RATING: It cost \$50 million. It should recover it. Top 50.
CRITICAL: Okay.
O SCARS: Unlikely.

TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE

Eco-friendly and brightened-up. Turtle sequel. The last one

was fun. You wish it further.
S RATING: You thought. Turtles were cool! You were wrong. \$100m.

CRITICAL: Fine reviews are for squares?
O SCARS: No way, dude!

TERMINATOR 2: JUDGEMENT DAY

At \$120m, the most expensive movie ever made. Schwarzenegger, director James Cameron and Linda Hamilton all return. Incredible script and effects.

S RATING: \$120m is America, \$500m worldwide. Can't be beat.
CRITICAL: With all that money to be counted, who has time to read the books?
O SCARS: Spread a little love.

SOAPDISH

Kevin Kline, Billy Field and Michael Goldring in behind-the-scenes of a soap-opera comedy. Kline is as good as he was in a 1984 CALLED TEENAGE and Robert Downey Jr. at turn better. Madonna.

S RATING: Comfortable.
CRITICAL: Haven't seen a first but yet, it should be very good.
O SCARS: Kline, Field and Goldring are all good writers. Comedy is cleaner is a convention, but he won't get one. Screenplay not.



WHAT ABOUT BOB?

Very funny teaming of Bill Murray and Richard Dreyfuss as a headcase and psychiatrist who vacation together.

S RATING: Around \$100m. A "deeper" hit.
CRITICAL: Average.
O SCARS: Not unless there's a Prechter slip.

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